SNS-BE-USA

ELECTRO BRAIN CORP.®
573 East 300 South, Salt Lake City, Utah 84102 U.S.A.
Phone (801) 531-1867

Printed in Japan

BEST OF THE BEST™ CHAMPIONSHIP Karate

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO HARDWARE SYSTEM OR GAME PAK.

This official seal is your assurance that Nintendo has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Super Nintendo Entertainment System. All Nintendo products are licensed by sale for use only with other authorized products bearing the official Nintendo Seal of Quality.

LICENSED BY

Nintendo

MADE IN JAPAN. NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC. © 1992 NINTENDO OF AMERICA INC.

Thank you for purchasing ElectroBrain Corporation's original round em' and pound em', sock em' and rock em' international kickboxing extravaganza "Best of the Best Championship Karate" Game Pak for your Super Nintendo Entertainment System. Before you step into the ring and assume your fighting position, we recommend you read the following instructions carefully. We fear that if you don't follow our advice you'll be beaten to a pulp and knocked senseless which would not be very pleasant.

CONTENTS

I. INTRODUCTION, "CONCENTRATION OF SPIRIT" 2
II. STARTING THE GAME AND THE MENU SCREEN 4
III. HOW TO PLAY 12
IV. THE MATCH 14
V. THE KUMATE 18
VI. FIGHTING TIPS 19

TM & ® are trademarks of Nintendo of America Inc.
© 1992 Nintendo of America Inc.

I. INTRODUCTION

CONCENTRATION OF SPIRIT . . .

"One must climb the mountain in order to determine the height of Heaven . . . One must search himself that he might find the way to reach it . . ."

Grand Master Kang Suh Chong
10th Dan

Welcome to the international sport of karate. Called the fighting sport, karate involves an incredibly skillful mastery of lethal movements and strikes directed from both the foot and the fist. Keep in mind that karate is a quite recently developed, and still to be perfected, fighting sport. Its primary characteristic is the high efficiency of the landed punches, kicks and other blows. It is important to always remember the knock out is, more time than not, the final, and possibly fatal, decisive issue of the fight. At an extremely young age your interests were drawn to the mystical, and almost magically mysterious, martial arts of the far away Orient. You began to train at the age of six. You ate, slept and drank the sport. Each and every day you honed your skills and worked to perfect every move. Your goal was to become the Best of the Best in the sport and to one day be able to call yourself a master. That was twenty years ago and your training is taking you to world competition and recognition.

You are the newest addition to the karate world circuit. Your training has taken literally years and you have been instructed by the very best senseis the international sport of karate has ever had to offer. Your training is, however, far from complete. You are still just the learner and there is still many a master. You still desire to become the Best of the Best. You want it so very badly you can almost taste it. Currently, you are ranked as the 16th best fighter in the world and you are far from achieving your goal. Everything you have learned over the course of the last twenty years is on the line—jump into the ring, take charge and keep training in between matches.

I. INTRODUCTION

As your skills sharpen you will be asked to participate in the ultimate confrontation . . . "The Kumate". This is a full contact, no holds barred match requiring much thought and extensive training . . . think carefully before entering! Much can be gained in a Kumate victory and much can be lost! You will know inside yourself when it is best to enter and to drop out. Gain your victories in stages, for the spirit must lead the body.

This game represents the essence of the art. You will meet many tough fighters just as obsessed with being the best as you are and they can't wait to see what you have to offer in the ring.

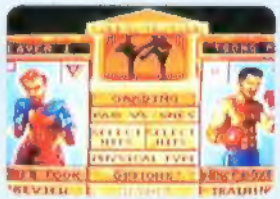
Never forget the essence of the martial spirit, "Dedication, obedience, honor, faith and perseverance in battle." Welcome to the opportunity to be the Best of the Best. Press the B-Button to start!

II. STARTING THE GAME & MENU SCREEN

Insert your "Best of the Best Championship Karate" game pak into your Super Ninetendo Entertainment System. Make sure the power is on.

As the title screen appears you will see yourself practicing for the up and coming matches. If you are ready to slide into the ring and face the first challenge, press the Start-button at this time.

The screen before you now is the menu screen which will enable you to become oriented with the many "options" of the game. To move from "option" to "option" on the menu screen simply move the control pad in the direction of the "option" you wish to enter and then press the B-button. You will now enter the selected "option". (All of these "options" will be outlined below.) The "options" you are able to enter are:



- GRADING
- PAD-VS-SNES (the one or two player "option.")
- SELECT HITS (both you and your opponent.)
- PHYSICAL TYPE.
- OPTIONS.
- ALTER LOOK.
- PREVIEW.
- MATCH.
- NEXT BOXER.
- TRAINING.

II. STARTING THE GAME & MENU SCREEN

"OPTION" #1, GRADING:

The purpose of the "Grading option" is to display the high scores of the various players, expressed in dollars, and the prizes they won. There are two ways of rating boxers: One in dollars, reflecting the strength level of a boxer, his resistance to attack and his reflexes. The second way of rating boxers is according to the trophies owned by the individual boxer. (If you have one of several trophies you automatically appear in the trophies classification.)

The first of the three "Grading" screens shows the current ranking of the top eight kickboxers in the world circuit. The dollar amount to the right of each name reflects the attributes of each boxer. All kickboxers, including yourself, are measured in competition by the amount of cool cash they are worth. The more matches you win, the more money you'll be worth! Press the B-button at this time to view the sixteen trophies available to a successful challenger and to see who possesses what.

The screen before you now displays the lower eight prizes and who currently possesses them . . .

Press the control pad in any direction to view the top eight contender trophies and more importantly, who's got 'em! (Press the B-button to return to the menu screen.)

II. STARTING THE GAME & MENU SCREEN

"OPTION" #2, PAD-VS-SNES:

This "option" allows you to define the configuration of the commands available to you during the game. With the control pad move the "option" to the "Pad-vs-SNES" block and press the Select-button to cycle through the choices. Several commands exist:

"Pad-vs-SNES": Selecting this command will mean that you select the left kickboxer on the screen as yourself and you play against the SNES.

"SNES-vs-Pad": This is the same as above apart from the fact that you select the right player as yourself.

"Pad-vs-Pad": Selects the two player mode. In a two player game, player one is always the boxer on the left. Player two is always the player on the right.

"OPTION" #3, SELECT HITS (both you and your opponent.)

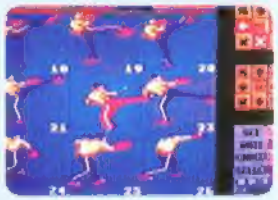
There are 55 different hits and you are able to select 13 of these.

This unique limitation to 13 blows allows an immediate access to the technique you wish, which means more rapidity in striking and higher precision in your performances.

The color coded buttons on the screen reflect the following:

To select the hits:

L- OR R-BUTTON: To get to the next or previous "Select Hits" page.
Y-BUTTON: To "visualize" the current selection you just made.
X-BUTTON: To quit without validating the shots.



A-BUTTON: To quit while validating the shots.
B-BUTTON: To select the hits.

Move the control pad to the movement you wish to preview and watch to see if it is a movement you desire to add to your 13 shots. Move to the B-button, press it, and look for the illuminated arrow on the grid squares to the right of the screen. Move the arrow around the grid squares to the right of the screen. Move the arrow around the grid squares to program the control of each move. When you have made your selection press the B-button to enter it. Remember in the match what your designed control was and press the programmed direction on the control pad plus the B-button. Now you can perform just about any move, that is if you programmed it in your "arsenal!"

"OPTION" #4, PHYSICAL TYPE:

To enter this "option" it is necessary to not only depress the B-button, but to hold it down as well.

This "option" will let you view the characteristics of the player you intend to select as an opponent or to represent yourself.

His statistics (reflexes, strength and resistance.) The prizes and money he has won.

(In the upper corners of the screen you will be able to see the nationality of the kickboxer and the trophy currently in his possession.)

"OPTION" #5, OPTIONS:

This "Options" mode displays an entirely new menu screen which allows you to customize the game even further! In this mode you can:

Change the boxer's name (yours or your opponent's—only in the two player game): To do this move the control pad to the "Change Name option" and press the B-button. Select whether you are changing the name of the boxer on the left or the right and then press the B-button again on the control pad. When this is completed press the B-button and wham, your name is changed!

Reset Boxer: This will enable you to return the boxer's name to what it was before you changed it. Move the control pad to "Reset Boxer option", press the B-button, select which boxer's name you are returning to normal and again press the B-button. Look, your name is back to normal.

Change Nationality: Do you want to change where you came from? If so, move the control pad to the "Change Nationality" block and press the B-button. Select which boxer you wish to change, press the B-button, wait to see the white arrows illuminated alongside the flag, press the control pad either left or right to change the flag. When you have made your selection press the B-button and you're a whole new dude!

NOTE: All of these changes described above are always applied to player numero uno (and player two only if, and only if, you are jumping into a two player simultaneous game.)

Rounds: You can chance the amount of rounds for each match you fight. Press the B-button after moving the control pad to "Rounds." Move the control pad left or right to select either 3, 5, 6, 8 or 12 rounds. When you are satisfied with your selection press the B-button to escape.

Back to Menu: Press the B-button after moving the control pad to this block and you'll be returned to the main menu.

Password: If you have built up an incredible fighter and you wish to either save him or recall him when you stop or resume playing follow these instructions. If you wish to save your game's character, find your way to this second menu screen, move the control pad to the "password" block corresponding to the side of the screen that represents you. Copy down the exact password listed above and save it, by writing it down, for future reference. If you are resuming play and you wish to enter your password press the B-button after you have moved, with the control pad, to the password block on the side of the screen that represents you. Press the control pad either up or down to change the letter or number and right or left to scroll from one letter or number to the next. To enter your password press the B-button. If you have entered the password correctly the screen will read "ok". If you have failed to enter the correct code, the screen will read "wrong". At this time press the control pad in any direction to escape. The password "option" does not record the name of your fighter and any "Select Hits" that you have preprogrammed your boxer to use. Be sure to copy down your favorite hits and program them in each and every time you resume game play.

Music: As can be imagined, this "option" allows you to turn the music on or off. Move the control pad to this block and go to town with the B-button, Select-button, or whatever will best suit your tastes for deciding if you want music or not. This shouldn't be too hard for you!

"OPTION" #6, ALTER LOOK:

This special "option" will allow the player, or players in the case of a two person simultaneous game, to alter the look of your prize kickboxer. Move the control pad to the "Alter Look" block and press the B-button to cycle through the choices. When you are satisfied with your selection, move out of the "Alter Look" block by moving the control pad in any direction. (Your facelift looks swell!) It will change your attributes as well!

"OPTION" #7, PREVIEW:

This "option" will enable you to preview the fighting styles of both you and your opponent. Watch the screen carefully because if you know your opponent's moves you should be able to decide what moves in the "Select Hits" mode will be most effective in the ring! (Press the Select-button to escape.)

"OPTION" #8, MATCH:

This is it! The moment we have all been waiting for! Press the B-button to begin the fight. (More on this will be discussed in Section III of this booklet.)

"OPTION" #9, NEXT BOXER:

This "option" allows you to cycle through all of the opponents you'll face in the ring. Here's a tip: If you have already fought someone and won don't fight 'em again, advance to the next contender. Here's how: Press the control pad to the "Next Boxer" block and press the B-button to cycle through the choices. Let it be known that you cannot fight every boxer immediately. If your ranking is too low you will not be able to fight the top notch kickboxers of the world circuit until your ranking is improved. How do you do this? Keep training and fighting. Patience is a virtue!

II. STARTING THE GAME & MENU SCREEN

"OPTION" #10, TRAINING:

This is the best way for you to build up your strength, resistance and reflexes. There are three types of training you can participate in:

Sparring.

"The Bag."

Kick Pads.

Each boxer has a "physical shape" capital. At the beginning of the game all of the boxers reserved for you have the identical capital.This capital is made up of three rubrics that define a boxer's characteristics. The more value a rubric has the better your boxer is. These rubrics are:

Strength: The stronger a boxer is, the more efficient his blows are.

Resistance: The more resistant a boxer is, the tougher it is to knock him out.

Reflex: The more reflexes a boxer has, the better his parries are.

As shown above, there are three training modes;

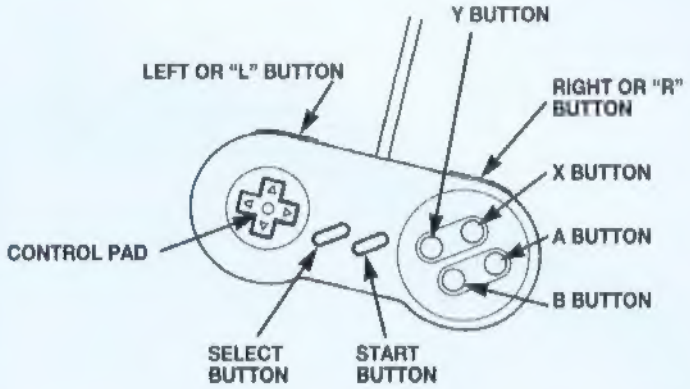
The Sparring mode allows the player to hone his skills and build up his resistance to attack.

"The Bag" mode allows the player to build up his strength by using the punching bag. Constantly press the B-button and you'll start to wail on it. See what happens!

The Kick Pad mode allows the player to increase his reflexes. Press up on the control pad for a high kick; right for a medium kick; down for a low kick. You've got the greed for speed!

III. HOW TO PLAY

Now that we have covered all of the "options" of "Best of the Best Championship Karate" let's jump into the basic controller functions:



THE CONTROL PAD: This bad boy will move the boxer around the screen (press it either left or right to advance or retreat, up or down and diagonally to strike.) The control pad will also take you from "option" to "option" on the menu screen and "Select Hits" modes. (The control pad can also be used to cycle through all selections in any given "option."

THE START-BUTTON: Pauses and unpauses the game play.

THE SELECT-BUTTON: Allows the player to escape from any "option", fight or training sequence. (Select is also used, like the control pad, to cycle through all selections in any given "option.")

THE L- OR R-BUTTON: Brings you to the next or previous "Select Hits page. The L- and R-buttons will also control special movements such as the deadly "Double Kick." (This special feature is only able to be used four times per match.)

III. HOW TO PLAY

THE Y-BUTTON: Allows the player to visualize the current selection made in the "Select Hits" mode. (The Y-button will also control movement #28 in the "Select Hits" mode.

THE X-BUTTON: Allows the player to quit the "Select Hits" mode without validating the shots. The X-button will also control movement #33 in the "Select Hits" mode.

THE A-BUTTON: Allows the player to quit the "Select Hits" mode without validating the shots. The A-button will also control movement #26 in the "Select Hits" mode.

THE B-BUTTON: This is the fire button. Use this button in coordination with the control pad to execute your moves!

IV. THE MATCH

The time has come for you to enter the ring! The name of the game is pound or be pounded!

To start the fight move the control pad to "Match" and depress the B-button. After a few seconds the fight begins. As was mentioned in Section II of the booklet, if there is too much of a difference between the two boxers' levels the fight will be refused! Before the fight, a Pom Pom girl shows you the round number. As can be guessed she shows up in between rounds as well. (To erase her from the screen press the B-button.)

Before you now lies the ring. The information board is situated above the ring and consists of a chronometer and two rows of footlights. The chronometer indicates how long you have to fight before the end of the round. Each round lasts one minute. Each footlight strand is located above the corner of each boxer. The row with the brighter lights indicates which boxer is leading the match. (This is a good clue as to why the brightness of the light strands will vary according to the landed blows during the fight. There are four projectors on each footlight strand, and each projector has three different intensities of lighting:

YELLOW: Maximum lighting which reflects maximum physical shape.

ORANGE: Medium lighting which reflects medium physical shape.

BLACK: Null lighting which reflects null physical shape.

(When the four projectors above a boxer's corner are black, it means that the boxer is knocked out and loses the fight.)

Striking a Blow:

To strike a blow, just move the control pad in one of the 13 available positions (in coordination with the B-button.) The blow corresponding to the chosen position is automatically stricken. (To see the different available positions, refer to the "Select Hits" mode description in Section II of this booklet.)

Hitting your Opponent:

To make sure that your blow hits your opponent, your attacking zone (fists, feet, etc. . . .) must touch a non-protected and sensitive part of your opponent (head, torso, thigh). If you are too close to your opponent, or too far from him your strike will miss its target.

A circular kick will hit your opponent if he stands in the blow trajectory. For example: If you are behind your opponent (closer to the ropes than he is) and you strike a circular kick (aiming at the back ring) your circular kick will certainly not touch your opponent. On the other hand, if your circular kick is aimed in your opponent's direction (in the front of the ring) the chances are your kick will hit him. For your blow to hit your opponent you must stand in the right position when you begin your attack.

Parry and Dodge:

To parry a blow you must move the control pad in the down position without pressing the B-button. Depending on your boxer's reflex percentage he will then choose a more or less efficient parrying position. If there is no attack he automatically chooses the parry position.

Blow:

When you strike a blow, some parameters will define its quality:

The strength of the attacker.
The resistance of the opponent.
The power of the blow.
The part of the body hit by the blow.

All scoring is kept according to these parameters. The variations in the projectors' lighting reflects a boxer's vitality. When the projectors of a boxer are off or black, that boxer loses the fight. (It is also possible that, after a blow to the head, a boxer could fall to the ground and lose some vitality.) After a blow to the body such as this the victim will become noticeably dizzy when he returns to his feet. AT this time his strength will INCREASE and his reflexes will DECREASE! Watch for this!

Recovery:

This happens automatically at the end of each round. Recovery time is 30 seconds and allows the boxers to regain lost strength/vitality. Recovery is also possible during a fight when there is no attack or when the opponent falls to the ground (eats the canvas.)

Clinch:

When two boxers fight too close to one another sometimes they clinch. The referee must then separate them.

Half Turn:

It may happen that after receiving a blow you find yourself turning around with your back to your opponent. It is essential that you make a half turn in order to go on fighting and not go down with the ship. You have two ways of executing this half turn:

Totally release all control pad buttons which will automatically take a neutral position and turn the boxer to face the opponent.

Secondly, move the control pad in the down position without pressing the B-button. The half turn will be immediately executed!

Umpiring:

The referee's job is to oversee the match and the behavior of the two fighters. He stops the fight when one of the boxers strikes the same blow three times in succession. (Varying your blows is one of the essential parts of a quality fight.) When a boxer falls to the ground the referee stops the

IV. THE MATCH

fight to allow him to get up. If a boxer is knocked out, the referee counts up to eight to give him time to regain consciousness. If the boxer is unable to fight again withing the required time, the referee counts up to ten and proclaims the other fighter as the winner.

End of the Fight:

At the end of the last round the boxer with the more lit projectors wins the fight. If the loser has one of several trophies the winner gets the smaller of the trophies. If the fight was not easy to win the strength, resistance and reflexes of the winner will be increased. In this fashion the boxer is progressing in the ranking and another title is added to his prize list. The Pom Pom girls shows the trophy to the winner. The loser's parameters will automatically decrease. The beautiful Pom Pom girl will show the victor his prize at this time!

V. THE KUMATE

Once you have won (?) rounds in the tournament an invitation to the Kumate appears on the screen. You then have the choice to fight against (?) opponents.

The Kumate offers a special menu screen all of its own:

Within the menu screen you are given the following "options" to enter. They are:

Quit
Pad-vs-SNES
Alter Look
Match
Select Hits
Training

All of these "options" work as described in Section II of this booklet.

The Kumate consists of one round. There are six opponents but you cannot chose them as you could before in a "normal" match. All of the opponents arrive in a specific order. You take on the first one and then comes the second and so one and so forth!

Ah, the Kumate! This is a no holds barred battle and there is no referee! Let's rumble!

VI. FIGHTING TIPS

- All blows don't have the same impact.
- Watch out for your distance when you attack.
- Vary your blows as much as you can.
- If you hit a non-reacting opponent your boxer will shrug his shoulders, wondering what is going on with his opponent. Shrugging the shoulders indicates a non-motivated boxer which decreases the power of your strike and the reflex percentage during the round.
- Don't let yourself get caught in a ring corner. It will keep you from using your techniques.
- If two boxers are equal in points at the end of a fight, the winner will be the one who tried the most varied blows. Don't forget it!

LIMITED WARRANTY

Electro Brain Corp., Inc. warrants to the original purchaser of this Electro Brain Corp. software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Electro Brain Corp. software program is sold "as is," without express or implied warranty of any kind, and Electro Brain Corp. is not liable for any losses or damages of any kind resulting from use of this program.

Electro Brain Corp. agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Electro Brain software product, postage paid, with proof of date of purchase, at its Factory Service Center.
To receive this warranty:

1. **DO NOT return your defective Game Pak to the retailer.**
2. **Notify the Electro Brain Corp. Factory Service Center at 573 East 300 South, Salt Lake City, Utah 84102 (801-531-1867). When you write to us, please provide us with your phone number and a brief explanation of what appears to be wrong.**

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Electro Brain Corp. software product has arisen through abuse, unreasonable use, mistreatment, or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ELECTRO BRAIN CORP. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL ELECTRO BRAIN CORP. BE LIABLE FOR ANY SPECIAL INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS ELECTRO BRAIN CORP. SOFTWARE PRODUCT.
Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.